

SYNOPSIS

- **Name:** The talking machine
- **Short description:** A group of students suddenly found themselves in the room of a 9-year-old boy who is blind. He really loves to listen his brother reading him fairytales; however, he is left alone most of the time. The students are met with a dilemma, either they find a way to substitute his brother or they must stay in his room and entertain him for the rest of their life. They must solve a set of puzzles and find a speaking machine to reach their goal and escape.
- **Content:** A boy was blind and loved to listen his brother reading him fairytales. His brother was anxious to realize that while he was absent the boy felt miserable. A group of students suddenly found themselves in the youngster's room and are met with a dilemma, either they find a way to substitute his brother or they must stay in his room and entertain him for the rest of their life. The 23-year-old brother is an inventor who already created a talking book for the blind. In this escape room, the students must find the name of the creation in a group of tasks. If they fail to do so, they are threatened to be trapped in the boy's room forever. They have one hour to solve a list of puzzles in the field of natural science and to reach their goal. There will be a narrating voice, imitating the speaking book, which will guide the participants in the game and will give them directions.
- **STEAM:** Science (Physics, Technology, innovation)
- **Theme:** Exploration
- **Character(s) associated:** Lachezar Tsvetkov -the inventor of the speaking book (narrator)
- **Background(s) associated:**